

OKAY...

PICTURE CUES ARE AT ONE SECOND FIVE FRAMES FOR ZOOM STARTED
SIX SECONDS, TEN FRAMES FOR END OF ZOOM AND TURN

AND SEVEN SECONDS, TEN FRAMES FOR END OF ZOOM UP.

THAT CONVERTS TO 35, 190 AND 220 FRAMES, LESS A 34 FRAME

DELAY GIVES 1, 156 AND 186 FRAMES. FOR THE INITIAL PART OF

THE ZOOM THE X AND Y VANISHING POINTS MUST BE MID-SCREEN
FAIR TO THE RIGHT, THEN, AS THE TURN BEGINS ABOUT FRAME 30,

USE A DOUBLE-ENDED ACCELERATION TO SHIFT THE TITLE TO
FINAL POSITION. DEPTH MOVE IS A DECELERATION FROM FRAME 1

THRU 156, THEN AN ACCELERATION FROM 156 TO 186. - AH-MAKE

THAT 176 AND DO A LIGHT-BOX SUBSTITUTION TO THE SINGLE "O"

AND ANIMATE THAT OVER 177 THRU 186... USING THE 3-D MOD,

OFFSET THE Z AXIS THE APPROXIMATE RADIUS OF THE INTENDED

CIRCLE. ROTATION OCCURS FROM FRAME 30 THRU 156 AND IS A DOUBLE-ENDED

ACCELERATION. HORIZONTAL OSCILLATOR IS APPLIED TO Z AXIS AND

STARTS BENDING AT FRAME 30, ACCELERATES TO FRAME 78 AND

DECELERATES THRU 156... SHOULD COMPENSATE SOMEWHAT FOR THE

ROTATION EFFECTS... INTENSITY COMPENSATION EVERY TEN FRAMES

USE INDIVIDUAL HORIZONTAL AND VERTICAL POSITION TO COMPENSATE

AND HIT THE DESIRED POSITIONS... RESERVE THE AXIS CONTROLS

FOR LAST-MINUTE POSITION CORRECTIONS...

... THAT OUGHT TO DO IT...

CHECK THE PLAYBACK...

YEAH!

THE TWO BEHOLDERS

OKAY, DAVE,

YOU'VE ALMOST GOT IT —

I'D LIKE THE LETTERING
TO START INTO THAT TURN A LITTLE
LATER... IT LOOKS NOW LIKE IT'S
STARTING TO TURN LIKE THIS
WHEN IT SHOULD SORT OF

'FOLLOW THE TRACK' LIKE THIS...

THE LAST PART OF THE TURN IS
GOOD RIGHT NOW, BUT THE
FIRST PART DEFINITELY NEEDS
A GENTLER 'FEEL'...

